1 <u>CLAIMS</u>
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3 1. A method for hosting on-line gaming comprising the steps of: providing a

4 computer-based game that a multiplicity of users can access via an Internet

5 website displayed a multiplicity of respective remote computers.

6 2. A method of doing business using on-line knowledge and skill-based gaming

7 wherein a multiplicity of users play simultaneously and where revenue is

8 generated based on the number of players who visit the website where the game is

9 hosted and played.

10 3. The method according to claim 2, wherein the revenue is based on advertising.

11 4. The method according to claim 2, wherein the revenue is based on sponsorship.

12 5. The method according to claim 2, wherein the revenue is based on pay-for-play

13 by each of the multiplicity of users.

14 6. The method according to claim 2, wherein the computer-based game includes the

15 steps of

16 a) providing a gaming system that includes a front end for user interface,

17 a database, and a game;

18 b) each user logging onto the game from at least one remote computer;

19 c) verifying by a database each user's userid and password;

20 d) beginning a game session by selecting a game category;

21 e) providing prompts to the users for the users to answer;

22 f) scoring the responses provided by the users;

23 g) rewarding the winner of the game session after the end of the game

24 session, wherein the winner is the user with the most correct responses.

18

7. The method of generating revenue according to claim 1, wherein the game uses trivia-based games.

8. The method of generating revenue according to claim 5, wherein the trivia-based games are music-related.

9. The method of generating revenue according to claim 5, wherein the trivia-based games are sports-related.

10. The method of generating revenue according to claim 2, wherein the revenue is generated by fee-based online advertising.

11. A system for computer-based gaming, comprising an internet-based computer game, hosted on a remote database and accessed via the Internet, which supplies the format to provide a multiplicity of skill- and knowledge-based games types playable by at least one remote user.

12. The system according to claim 11, wherein the internet-based computer game can be played simultaneously by at least two remote users.

13. The system according to claim 11, wherein the internet-based computer game can be played in a coordinated fashion by at least two remote users.

14. The system according to claim 11, wherein the internet-based computer game has a front end for the user interface and a back end for game operation.

15. The system according to claim 14, wherein the user interface provides interaction with the at least one remote user.

16. The system according to claim 15, wherein the interaction is composed of inputs by the at least one remote user and outputs by the system.

1 17. The system according to claim 15, wherein the interaction is composed of

2 prompts by the system to the at least one remote user, inputs by the at least one

3 remote user, and outputs by the system.

4 18. The system according to claim 14, wherein the user interface is provided via

5 website access.

6 19. The system according to claim 14, wherein the user interface is provided via an

7 ASP model.

8 20. The system according to claim 14, wherein the user interface is linked to at least

9 one other website.

10 21. The system according to claim 14, wherein the user interface has visual

11 components.

12 22. The system according to claim 14, wherein the user interface has audio

13 components.

14 23. The system according to claim 14, wherein the user interface has audio and visual

15 components.

16 24. The system according to claim 14, wherein the back end provides game rules.

17 25. The system according to claim 14, wherein the back end provides game scoring.

18 26. The system according to claim 14, wherein the back end provides game user

19 history.

20 27. The system according to claim 14, wherein the back end provides different

21 prompts.

22 28. The system according to claim 11, wherein the database provides accurate

23 questions with answers.

1   29. The system according to claim 11, wherein the database provides a broad

2   selection of trivia.

3   30. The system according to claim 29, wherein the broad selection of trivia includes a

4   broad selection of categories.

5   31. The system according to claim 29, wherein the broad selection of trivia includes a

6   broad selection of questions with answers.

7   32. The system according to claim 29, wherein the broad selection is so broad as to

8   prevent repetition of questions.

9   33. The system according to claim 11, wherein the database is augmented continually.

10 34. The system according to claim 11, wherein the database provides text

11 corresponding to a given game.

12 35. The system according to claim 11 wherein the database provides sound bytes.

13 36. The system according to claim 11, wherein the database provides visual clips.

14 37. The system according to claim 11, wherein the gametype is trivia-based.

15 38. The system according to claim 37, wherein the trivia-based gametype is genre-

16 specific.